

Adobe Texture Format

ATF		
Field	Type	Comment
Signature	U8[3]	Always 'ATF'.
Length	U24	Size of ATF file in bytes, does include signature bytes and this length field.
Cubemap	UB[1]	0 = normal texture 1 = cube map texture
Format	UB[7]	0 = RGB888 1 = RGBA8888 2 = Compressed
Log2Width	U8	Width of texture expressed as $2^{\text{Log2Width}}$. Maximum value allowed is 11.
Log2Height	U8	Height of texture expressed as $2^{\text{Log2Height}}$. Maximum value allowed is 11.
Count	U8	Total number of textures encoded per face. Maximum value allowed is 12.
TextureData	If Cubemap == 0 { If Format == 0 ATFRGB888[Count] If Format == 1 ATFRGBA8888[Count] If Format == 2 ATFCOMPRESSED[Count] } if Cubemap == 1 { If Format == 0 ATFRGB888[6][Count] If Format == 1 ATFRGBA8888[6][Count] If Format == 2 ATFCOMPRESSED[6][Count] } }	The first image encoded is the main texture image encoded at the size specified above. Each consecutive image encoded contains the next mip map level of that main image. Cube maps contain 6 faces. They are placed in the following order: [-X, +X, -Y, +Y, -Z, +Z], i.e. [Left, Right, Bottom, Top, Back, Front]

ATFRGB888		
Field	Type	Comment
Length	U24	Length of payload data in bytes
Data	U8[Length]	JPEG-XR data (JXRC_FMT_24bppRGB)

ATFRGBA8888		
Field	Type	Comment
Length	U24	Length of payload data in bytes
Data	U8[Length]	JPEG-XR data (JXRC_FMT_32bppBGRA)

ATFCOMPRESSED		
Field	Type	Comment
DXT1DataLength	U24	Length of DXT1 data in bytes
DXT1Data	U8[DXT1DataLength]	LZMA compressed DXT1 data
DXT1ImageDataLength	U24	Length of DXT1 image data in bytes
DXT1ImageData	U8[DXT1ImageDataLength]	JPEG-XR data (JXRC_FMT_16bppBGR565)
PVRTCTopDataLength	U24	Length of PVRTC4bpp top data in bytes
PVRTCTopData	U8[PVRTCTopDataLength]	LZMA compressed PVRTC top data
PVRTCBottomDataLength	U24	Length of PVRTC4bpp bottom data in bytes
PVRTCBottomData	U8[PVRTCBottomDataLength]	LZMA compressed PVRTC bottom data
PVRTCImageDataLength	U24	Length of PVRTC4bpp image data in bytes
PVRTCImageData	U8[PVRTCImageDataLength]	JPEG-XR data (JXRC_FMT_16bppBGR555)
ETC1TopDataLength	U24	Length of ETC1 top data in bytes
ETC1TopData	U8[ETC1TopDataLength]	LZMA compressed ETC1 top data
ETC1BottomDataLength	U24	Length of ETC1 bottom data in bytes
ETC1BottomData	U8[ETC1BottomDataLength]	LZMA compressed ETC1 bottom data
ETC1ImageDataLength	U24	Length of ETC1 image data in bytes
ETC1ImageData	U8[ETC1ImageDataLength]	JPEG-XR data (JXRC_FMT_16bppBGR555)

Splitting source texture streams into ATF data streams:



